

## **Listing of Claims**

1. (Currently Amended) A method of using a residual credit ~~of a player~~ of a gaming machine ~~to enable the player~~ to win a prize, the residual credit being equivalent to units of monetary value which is held within the gaming machine and is indispensable by the gaming machine, the method comprising ~~the steps of:~~

~~deriving~~ selecting a value of a jackpot pool;

determining a range of random numbers ~~values~~ as a function of the [[size]] value of the jackpot pool;

~~using the range of values to generate randomly an outcome in the range of values;~~

determining a [[range]] number of winnable outcome values ~~of the player that provides a chance of the player winning the jackpot pool, the range of outcome values of the player being dependent on the residual credit used by the player;~~

randomly generating [[the]] an outcome from the range of random numbers;

comparing the generated outcome with the winnable outcome values ~~of the player;~~ and

awarding ~~the player with~~ the prize if the generated outcome matches any of the winnable outcome values ~~of the player.~~

2 – 3. (Canceled)

4. (Currently Amended) [[A]] The method according to claim 3 wherein the upper limit of the range of values is 1, wherein the gaming machine uses a denomination, and the range of random numbers includes an upper limit, the method further comprising determining the upper limit by dividing the value of the jackpot pool divided by [[a]] the denomination of the gaming machine.

5. (Currently Amended)      [[A]] The method according to claim 4 wherein the number of winnable outcome values includes an outcome upper limit, the method further comprising determining the outcome upper limit by dividing ~~of the player is equal to~~ the residual credit ~~of the player divided~~ by the denomination of the gaming machine.

6. (Currently Amended)      [[A]] The method according to claim [[5]] 1, wherein selecting a value of a [[the]] jackpot pool is defined by an upper limit and comprises selecting an upper limit of the value of the jackpot pool, the method further comprising receiving contributions [[of]] from another residual credit from a plurality of players, each player in the plurality of players playing on a separate another gaming machine, such that the jackpot pool accumulates up to until the upper limit of the jackpot pool is reached.

7. (Currently Amended)      [[A]] The method according to claim 6 wherein the current value of the jackpot pool determines the number of winnable outcome values ~~of the player when the player offers the residual credit of the player to contribute to the upper limit of the jackpot pool.~~

8. (Currently Amended)      [[A]] The method according to claim 7 further comprising the step of assigning a unique identification code for each contribution of residual credit ~~player.~~

9. (Currently Amended)      [[A]] The method according to claim 8 further comprising the step of storing the unique identification code and the winnable outcome values of each player in a storage means.

10. (Currently Amended)      [[A]] The method according to claim 9, wherein the outcome is a first outcome, the method further comprising: the steps of

generating a second ~~more than one random~~ outcome; and

comparing each of the first and second outcomes generated outcome ~~to the winnable outcome values of each player.~~

11. (Currently Amended)     [[A]] The method according to claim 1, ~~[[10]]~~ wherein the ~~[[range]]~~ number of winnable outcome values ~~of a player~~ is sequential in number.

12. (Currently Amended)     A gaming system for ~~using enabling a player to use~~ residual credits ~~on a gaming machine to provide the player with a chance~~ to win a prize, the residual credit being equivalent to units of monetary value which held within the gaming system and is indispensable by the gaming machine, the gaming system comprising ~~a controller which:~~

a controller selects a prize value, determines a range of random numbers values as a function of the prize value ~~a jackpot pool;~~ and determines a number of winnable outcome values based on the residual credit;

a random number generator generates a random outcome within the range of random numbers values;

~~determines a range of outcome values of the player that provides a chance of the player winning the jackpot pool, the range of outcome values of the player being dependent on the residual credit used by the player;~~

wherein the controller compares the generated random outcome with the number of winnable outcome values of the player; and awards the player with the prize if the generated random outcome matches any of the winnable outcome values ~~of the player~~.

13. (Canceled)

14. (Currently Amended)     [[A]] The system according to claim 12 wherein the controller determines an upper limit for the range of random numbers values ~~from which to generate the random outcome.~~

15. (Currently Amended)     [[A]] The system according to claim 14, wherein the gaming machine uses a denomination, and wherein the upper limit is the prize value jackpot pool divided by [[a]] the denomination of the gaming machine.

16. (Currently Amended)     [[A]] The system according to claim 15 wherein the controller divides the outcome values of the player are calculated by dividing the residual credit of the player by the denomination to determine the number of winnable outcome values of the gaming machine.

17. (Currently Amended)     [[A]] The system according to claim 16 wherein the controller defines an upper limit of the prize value the jackpot pool is defined by an upper limit and comprises receives contributions [[of]] from another residual credit from a plurality of players, each player in the plurality of players playing on a separate another gaming system machine, such that the jackpot pool accumulates up to until the upper limit of the prize value jackpot is reached pool as more players contribute residual credits to the jackpot pool.

18. (Currently Amended)     [[A]] The system according to claim 17 wherein the controller determines the range of outcome values from the current value of the jackpot pool determines the number of outcome values of the player when the player offers the residual credit of the player to contribute to the upper limit of the jackpot pool.

19. (Currently Amended)     [[A]] The system according to claim 18 wherein the controller assigns each player is assigned a unique identification code for each contribution of residual credit.

20. (Currently Amended)     [[A]] The system according to claim 19 further comprising a storage for storing the number of winnable outcome values of each player and the unique identification code of each player.

21. (Currently Amended)     [[A]] The system according to claim 20, wherein the outcome is a first outcome, wherein the random number generator generates a second ~~more than one random outcome is generated~~ and wherein the controller compares each of the first and second outcomes generated random outcome is compared ~~with each of the number of winnable outcome values and of each player to~~ determines whether any of the first and second outcomes the generated random outcome matches any winnable outcome value of each player.